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FRODO AND ARAGORN FIGHT TO ESCAPE THE FORCES OF EVIL!

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Guide to Middle-earth™ 1

A profile of Lurtz, fearsome leader of the Uruk-hai and servant of the evil wizard Saruman.

Playing the Game 2-7

An in-depth guide to the Shoot phase, including the complete rules for assaulting your enemies with a hail of deadly arrows.

Battle Game 8-13

Lurtz leads the Uruk-hai in an attempt to capture the One Ring. Can Aragorn protect Frodo long enough for the Ringbearer to escape?

Painting Workshop 14-17

A detailed guide to painting your Lurtz model, including an explanation of how to paint the White Hand of Saruman on his face.

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Lurtz™, Servant of Saruman™

Bursting from the pages of this Pack is one of the most memorable adversaries of The Fellowship of The Ring, *greatest of the fearsome Uruk–hai – the mighty Lurtz!*

At the bidding of his master Sauron, Saruman the White used all his knowledge of science and sorcery to breed an army of Orcs the likes of which Middle-earth had never seen. Whereas ordinary Orcs were crook-limbed and timid, the Uruk-hai were fearless, muscular warriors of great skill and courage. Illustrating his savagery by throttling one of his Orc keepers, Lurtz proved to be the strongest and most ruthless of all the first birthing of the Uruk-hai. It was therefore to him that Saruman entrusted leadership of the Uruk-hai's first mission – to hunt down the Fellowship, seize the Hobbits and slaughter all who stand in their way!

In *The Fellowship of The Ring* film, our heroes proved too powerful and Lurtz was beheaded by the valiant Aragorn, but if the Fellowship had strayed too far from each other, the outcome could have been very different. This Pack's Battle Game details a scenario where Lurtz and a small band of Uruk-hai, who have been tracking the Fellowship for several days, see their chance to seize Frodo when Aragorn and the Hobbit become separated from the rest of the group. Now the only thing standing between Lurtz and his prize is Aragorn's sword!

> *'Find the Halflings'*
>
> LURTZ

A simple yet effective paint scheme for the fearsome Lurtz is provided in the Painting Workshop, while Playing the Game introduces the full rules for the Shoot phase. Finally, to complement the basic scenery skills learnt in previous Packs, the Modelling Workshop features an easy-to-follow guide to making your very own purpose-built gaming area.

◄ URUK-HAI LEADER

Lurtz is the strongest and most fearless of all the Uruk–hai, the race of brutal Orcs created by the twisted Saruman.

The Shoot Phase

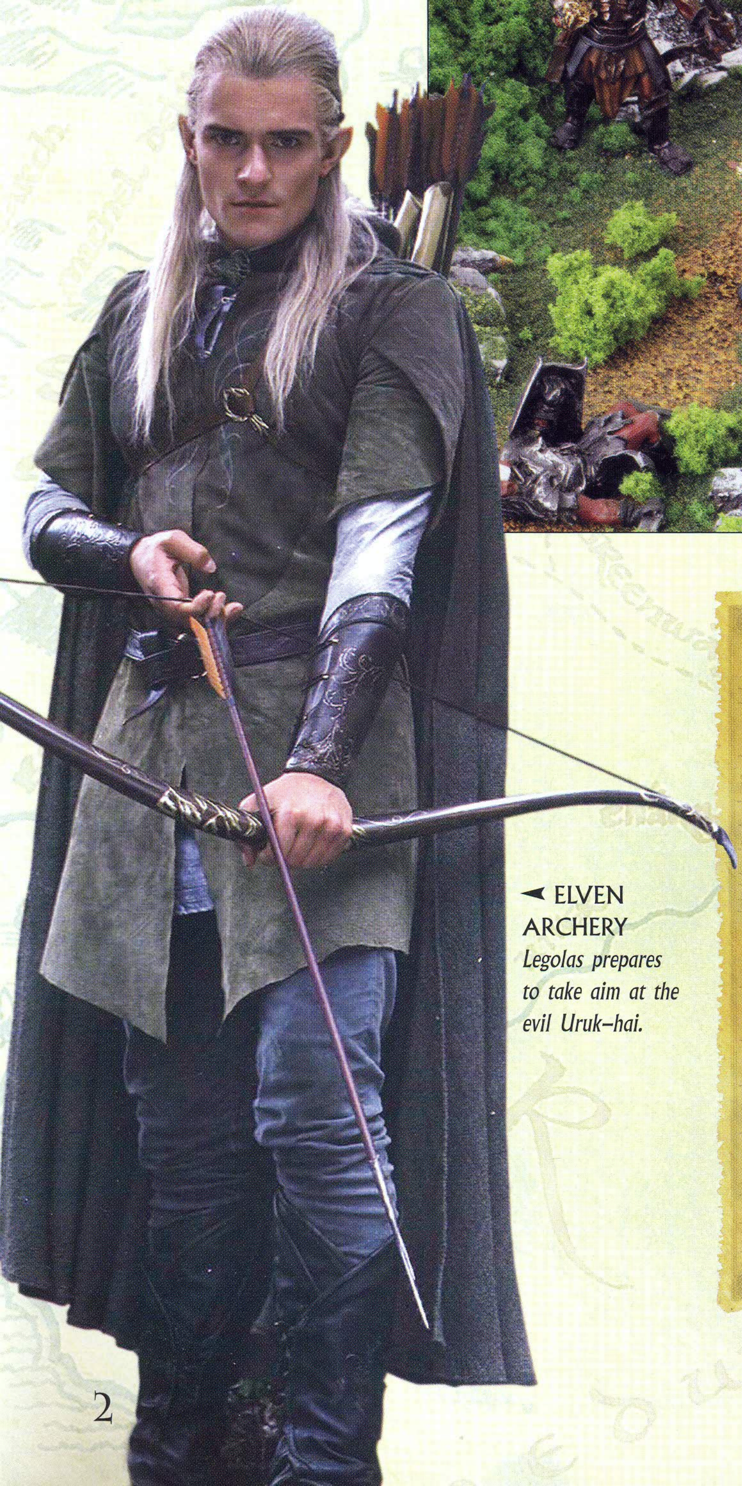
In this Pack we take a detailed look at the Shoot phase. You will find this section invaluable to refer back to when playing 'The Hunt of the Uruk-hai' (pg 8–13).

➤ LETHAL BOWFIRE
Lurtz finishes Boromir with a storm of deadly arrows.

Once both sides have moved, it is time for the Shoot phase. In this phase, models from both sides can shoot their bows or other ranged weapons. The Shoot phase is where warriors cut down their enemies with a hail of arrows, and lend support to their advancing comrades.

The side that has priority works out all shooting first, followed by the other side. This is important, because if a warrior is shot and slain before they have a chance to shoot, then obviously they cannot return fire. A player can shoot with his models in any order.

The Shoot phase itself can be broken down into three stages: Preparing to Fire, Rolling to Hit, and Rolling to Wound.



➤ ELVEN ARCHERY
Legolas prepares to take aim at the evil Uruk-hai.

SHOOTING

1 Preparing to Fire

Work out who can fire, and who their targets are.

2 Rolling to Hit

Work out if the model has hit its target by rolling a dice and comparing the result to its Shooting value.

3 Rolling to Wound

Models who hit their enemies try to wound them. The number needed to roll depends on the Strength value of their weapon and the enemy's Defence value.

1 Preparing to Fire

Who Can Shoot?

F 6/4+

COMBAT VALUE / SHOOT VALUE

A model armed with a bow or other missile weapon may fire it in the Shoot phase. A model with a missile weapon will have a second number on their Fighting characteristic. This is their Shoot value, and will be discussed in more detail later. The player starts by selecting the model that is to shoot and indicates the target. It is a good idea to turn the shooter to face his target – this is not strictly necessary but it looks far more dramatic that way!

Models that are touching an enemy in the Shoot phase cannot shoot that turn. They are already busily engaged in hand-to-hand fighting using swords, daggers or whatever they have about them. Hand-to-hand combat is worked out in the Fight phase (see Pack 3).

Multiple Shots

It is important to remember that most models may only fire once per turn. However, some Heroes, like Legolas, may fire several times each turn. Where this is applicable, a note will be made on the warrior's profile.

➤ DEADLY SHOT

Some heroes, such as Legolas, can fire more than once during the Shoot phase.

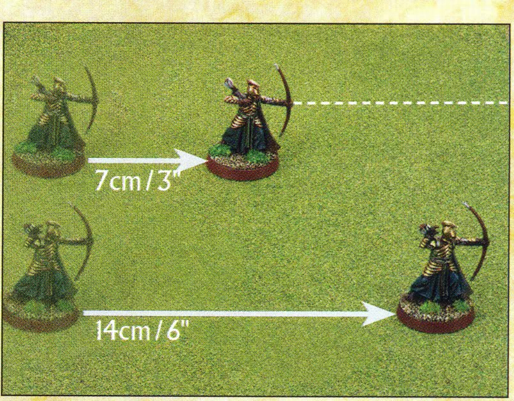
RECAP

Moving and Shooting

As explained briefly in Pack 3, a bow-carrying model must give up half its permitted move distance in the Move phase in order to shoot in the Shoot phase. If the model moves further than half of its move it may not shoot a bow that turn. For example, a model with a potential move of 14cm/6" cannot shoot if it moves further than 7cm/3".

NB Please note that this is a change to the simpler rules you have followed in previous Packs.

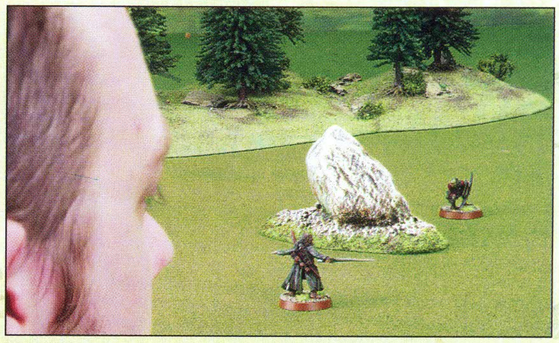
Some other missile weapons have different effects on a model's movement. Don't worry about these for now – they'll be covered more fully in a future Pack.



Line of Sight

A warrior cannot shoot at an enemy model that he can't see when it is his turn to fire. If a model is partially visible (obscured by a piece of terrain such as a tree, for example), then you may still shoot at it, but the tree is considered to be 'In the Way'. This rule will be covered later.

Remember that the best way to check if a target is visible or not is to lean over the tabletop for a 'model's-eye view' of the action. Check back to Pack 3 for the full rules on visibility.



▲ LINE OF SIGHT

The best way to check line of sight is to lean down and get a 'model's–eye view'.

Visibility

Usually it is easy enough to tell whether or not a warrior can see the enemy he wants to shoot, but occasionally it can be quite hard to know for sure. If you really can't agree whether your model's enemies are visible enough to shoot at, then the fairest solution is to let the dice decide. Roll one dice – if the result is a 1, 2 or 3 you can't see, if it is a 4, 5 or 6 you can!

This method can be used any time during a Battle Game when players can't agree on a rule or gaming situation – it helps to prevent arguments getting in the way and spoiling the fun of the game!

Checking Range

A model may only shoot a target that is in range. Different kinds of weapons have different ranges and properties – some shoot further than others, while some are harder hitting and more dangerous. The chart below indicates the range of each type and the proportion of the model's move it must give up in order to shoot that turn.

Targets in Combat

Good warriors are not allowed to shoot into a close combat when both friendly and enemy models are fighting, even if they have a clear shot. There is a great risk of hitting an ally in the hurly-burly of close combat.

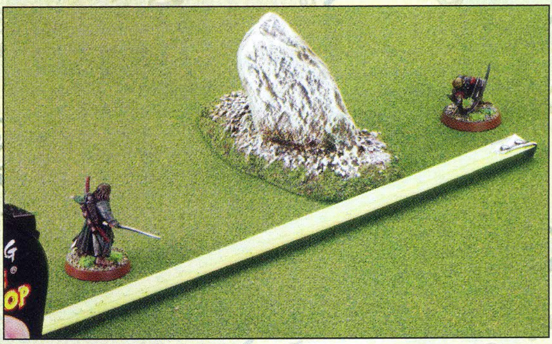
Exceptions to the Rule

Although Good warriors may not shoot into a combat in which their allies are involved, Evil players are free to attempt such a shot if they wish. This means that they risk hitting friendly models instead of their chosen target.

NB Note that this is a change to the Battle Games you have played so far. The rules for shooting into combats follow on page 6.

◄ PREPARE TO FIRE!
Aragorn prepares to fire at the Goblin.

➤ VISIBILITY
It's a tricky shot, but Aragorn can just about see his enemy.



◄ TARGET DISTANCE
The Goblin is less than 56cm/24" away, so it is in range!

MISSILE RANGE TABLE

	Range (cm/inches)	Move Penalty
Orc Bow	42cm/18"	Half
Bow	56cm/24"	Half
Elf Bow	56cm/24"	Half

Orcs, Moria Goblins and Uruk-hai are armed with inferior Orcish bows. Elves are armed with superior Elven bows. All other bow-armed creatures carry ordinary bows.

2 Rolling to Hit

Not all warriors are equally good marksmen, as reflected by the Shoot value in their profile. This is the second number shown on the Fighting characteristic. If a warrior does not have a weapon to shoot with, it is convenient to miss out the Shoot value – this is shown by a dash (–).

The Shoot value indicates the minimum dice roll which is needed by the shooter to score a hit on its target. So, a shooter with a Shoot value of 4+ needs a dice roll of 4, 5 or 6 to score a hit, a shooter with a value of 5+ needs to roll a 5 or 6, and so on.

In the Way!

Often a shooter's view of the target will be partly obscured by another model or some other object that lies between the shooter and target. The model or object is 'In the Way' of the shot.

A Good warrior is not allowed to shoot at a target if another Good warrior is in the way (pic a). He wouldn't want to risk hitting a friend, after all. However, an Evil warrior can shoot if other Evil warriors are in the way - life is cheap to the Evil side, especially when it's not your own!

Where a shooter's view to his intended target is partly obscured by someone or something in the way, there is a chance a shot will hit whatever is in the way instead of the target (pic b). This is worked out as follows:

First roll to see if a hit is scored as normal. If you miss, the shot flies wild and hits nothing. If a hit is scored, roll a dice on behalf of the first thing in the way of the shot.

If you roll a 1, 2 or 3 the shot has hit whatever is in the way. If this is another model, work out the effect of the hit. If it is a piece of terrain, like a hedge or tree, the arrow strikes it and is stopped or deflected, causing no harm.

If you roll a 4, 5 or 6 the shot has missed whatever is in the way and flies on towards its intended target. Roll for the next object in the way, and continue rolling for each object in the way of the shot until it hits something or reaches the intended target.

F 6/3+

Combat Value / Shoot Value

ARAGORN
A mighty Ranger, skilled with both bow and sword.

F 5/4+

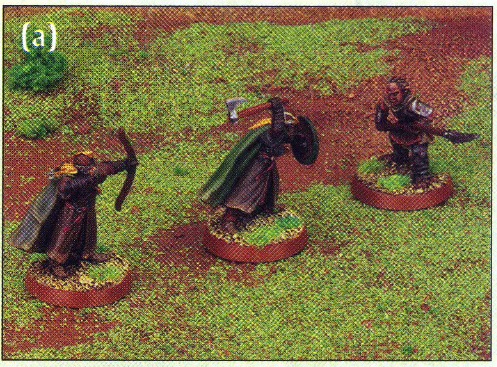
Combat Value / Shoot Value

LURTZ
Lurtz, like all Uruk-hai, is a proficient archer.

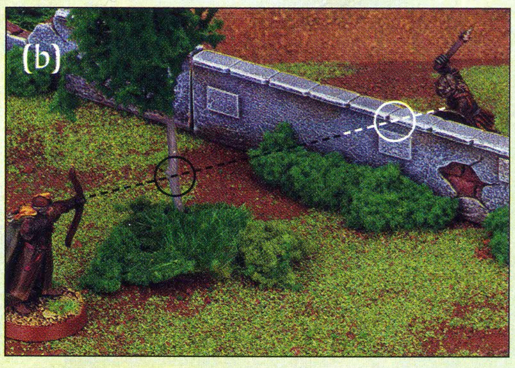
F 6/3+

Combat Value / Shoot Value

HALDIR
His skill with a bow proves invaluable at the defence of Helm's Deep.



NO SHOOTING
The Warrior of Rohan may not shoot because his comrade is in the way.

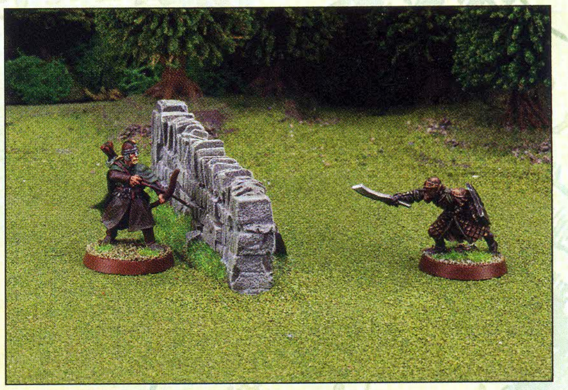


OBSTRUCTION
Both the tree and the wall are 'In the Way'.

Shooting From Cover

If a model is shooting from behind cover – a low wall or other barrier, or from behind a rock, bush, or similar object – its own cover isn't considered to be in the way of its shooting so long as the model is touching the cover and is tall enough to see over or around it.

This is one of those cases where in real life a warrior could quickly lean out of or over his cover to shoot – so the model is allowed to shoot so long as its head is clear to see the target. The same applies if the model is behind a tall, thin piece of scenery, such as a tree trunk. If part of the model is visible, then it may shoot around the object.



➤ COVER

By moving into touch with the wall, the Warrior of Rohan has a clear shot at the Orc.

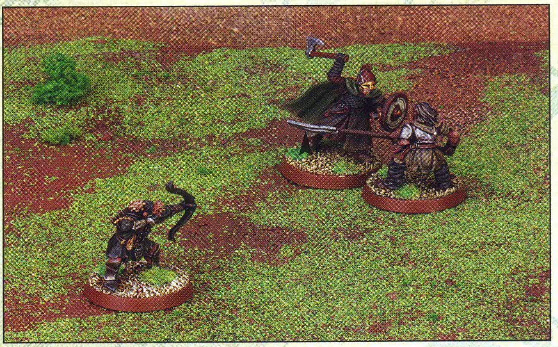
Targets in Combat

As mentioned earlier, Evil players may attempt to fire into combats even though they risk hitting their own allies.

Roll to hit the target in the usual way. If the result is a miss then the shot misses altogether, and the arrow flies off hitting no one and causing no harm.

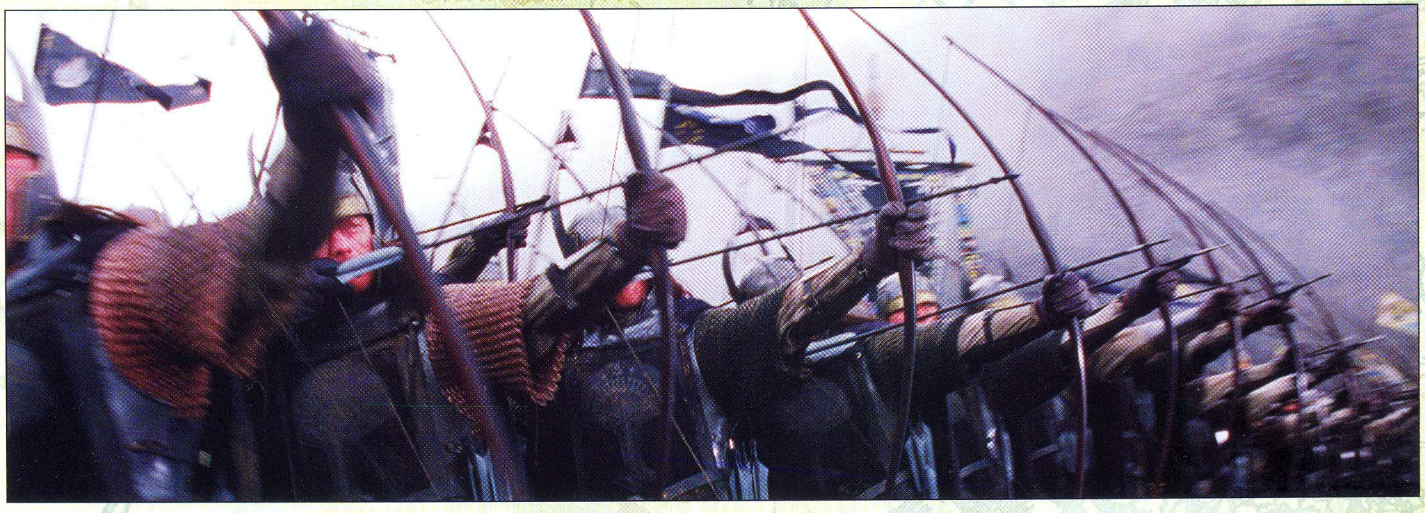
If the shot scores a hit, roll another dice to determine which side has been hit. On a 1, 2 or 3 you have hit a warrior from your own side, on a 4, 5 or 6 you have hit your intended target.

If you hit your own side and there are two or more of your own models fighting, you will hit the nearest (but don't worry, there's plenty more where he came from!).



◄ IN COMBAT

The Orc may fire at the Man, even though he risks hitting his ally.



▲ *Men of Gondor prepare to repel the marauding Orcs.*

3 Rolling to Wound

Once you have hit your target, you need to see if you have wounded him also. Some weapons are more deadly than others, and therefore the chance of wounding a foe is greatly affected by the strength of your weapon (see table on the right). The dice roll needed then depends on the Defence value of the target. See the Wound chart below to work out the result needed to cause a wound.

Casualties

If a model has 1 Wound on its characteristic profile, it is slain if it suffers a wound (most warriors have only one Wound). The model is then removed from the game as a casualty.

Multiple Wounds

Remember that some Heroes have more than 1 Wound on their profile. Only when the model loses its last wound is the warrior is slain, and the model is then removed from the tabletop.

MISSILE WEAPONS STRENGTH TABLE

Weapon	Strength
Orc Bow	2
Bow	2
Elf Bow	3

Faramir's Rangers spring an ambush upon their enemies.

WOUND CHART

	DEFENCE									
STRENGTH	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	–	–
2	4	4	5	5	6	6	6/4	6/5	6/6	–
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/5
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

Compare the Strength value of the shot down the left hand side of the chart with the target's Defence value across the top. This gives you the minimum dice roll you need to inflict a wound on your target.

A score of 6/4, 6/5 or 6/6 means that you must roll a single dice to wound and score a 6, followed by a further dice that must score either 4+, 5+ or 6+. A '-' indicates that the target is impossible to hurt – it is just too tough when faced with such a weak opponent!

Hunt of the Uruk-hai™

This Pack's scenario focuses on the fearsome Uruk–hai Lurtz and his mission to capture the Halfling who carries the Ring of Power. Can Aragorn protect Frodo or will Lurtz claim the One Ring for his evil master Saruman?

Acting on the orders of Saruman the White, Lurtz leads a band of Uruk-hai to hunt and capture the Ringbearer. Marching by day and night, the Uruk-hai confront the Fellowship at Amon Hen, where Aragorn eventually stops Lurtz in his tracks after a bloody battle. This scenario looks at what would have happened if Lurtz had arrived at the head of the column of Uruk-hai, and surprised Aragorn and Frodo while they were separated from the rest of the Fellowship. Aragorn must battle to cover Frodo's escape before the ruthless Uruk-hai claim the Ring for their master, Saruman!

◄ URUK-HAI ATTACK!

Lurtz is a savage leader of a brutal race. His warriors follow him out of a combination of admiration and fear.

YOU WILL NEED

SEVERAL SIX-SIDED DICE

TAPE MEASURE

PEN OR PENCIL

RECORD SHEET

LURTZ

ARAGORN

FRODO

4 URUK-HAI WARRIORS WITH SWORDS AND SHIELDS

THE COMBATANTS

With Pack 5 of *Battle Games in Middle–earth* you will have received a metal miniature of the Uruk-hai warrior Lurtz. Details on how to paint him can be found in the Painting Workshop on pages 14-17. To play 'Hunt of the Uruk-hai' you'll also need Aragorn, Frodo and four Uruk-hai warriors armed with swords and shields. If you have Packs 1-4 you will already have models of Frodo and the Uruk-hai, along with a card figure of Aragorn.

➤ *Frodo, the object of Lurtz's hunt.*

➤ *Lurtz uttering a terrifying war cry.*

◄ *Aragorn, also known as Strider.*

➤ *Fighting Uruk–hai.*

CHARACTER PROFILES

Frodo™

Fate has placed the terrible burden of bearing the Ring of Power on one of the most unlikely inhabitants of Middle-earth – Frodo Baggins of the Shire. A quiet, mild-mannered and home-loving hobbit, Frodo is propelled from peaceful obscurity into the centre of a deadly conflict that threatens to tear the world of Middle-earth asunder. Although not a fighter, Frodo has a determined spirit and strength of will to help him survive the many perils that befall the Fellowship of the Ring.

Aragorn™

Aragorn, heir to the throne of Gondor, has sworn to protect the Ringbearer Frodo with his life, as they travel the long road to Mordor in an attempt to destroy the One Ring.

Lurtz™

Lurtz is the strongest and most fearless of all the Uruk-hai. He is regarded as a callous leader, careless of the lives of his warriors, driven by a hunger for the blood of his foes. Charged by Saruman with tracking down and destroying the Fellowship, Lurtz will let nothing get in his way.

Uruk-Hai™

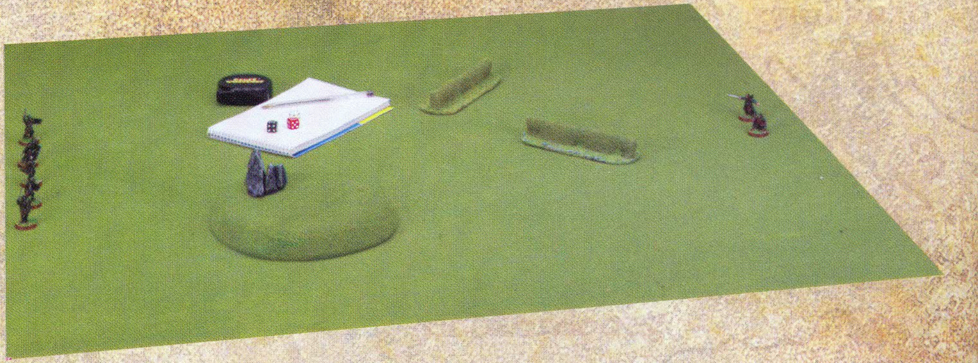
Fearing the wrath of their leader, Lurtz, almost as much as that of the Wizard Saruman, the Uruk-hai fight with an organization and ruthlessness never before seen in an Orc race.

The Gaming Area

You will need a flat surface about 90cm/3' by 90cm/3' to act as a gaming area. This can be a table or just a section marked out on the floor. Now place any scenery you want to use onto the gaming area (see opposite). The hill covered in the last Modelling Workshop is ideal for this scenario, as is the hedge from Pack 3 (pg 18-21), especially when it comes to shooting (as you will discover later).

Placing Scenery

There are many ways to place your scenery on the gaming area, but one tried and trusted method is for one player to place all the scenery and then the other to choose which edge they want their forces to start on. This makes the first player put the scenery down in a fair and even manner so as to avoid giving their opponent any advantage. Once all the scenery you want to use is in place, the Good side places their models anywhere within 14cm/6" of their starting edge. The Evil side places their models so that they are touching the opposite table edge. If you use hedgerows in this scenario, they cannot be climbed over and so you must move your figures around them. In addition all hills count as difficult terrain, meaning that models can move at only half speed over them (see Pack 3, pg 2-7 for more detail). You are now ready to play!



▲ TAKE THE HALFLING ALIVE

Aragorn and Frodo have strayed too far from the rest of the Fellowship, so Lurtz, seeing his opportunity to seize the Ring for his master Saruman, launches his attack.

Recap

Remember that *Battle Games in Middle-earth* is played using a turn system, and that each turn is made up of four different phases: Priority, Move, Shoot and Fight. Work through the phases in order, so that each side moves before anyone shoots, for example. Play continues until one side achieves its objectives.

BASE PROFILE

Frodo is carrying Bilbo's sword, Sting, which gives him +1 Strength, and wears his Mithril coat, which adds +3 to his Defence. Also, the Uruk-hai carry shields, giving them +1 Defence. These have been incorporated in the characteristic profiles for Frodo and the Uruk-hai.

	F	S	D	A	W	C	Move
Aragorn	6/3+	4	5	3	3	6	14cm/6"
Frodo	3/-	3	6	1	2	6	10cm/4"
Lurtz	5/4+	4	6	2	2	4	14cm/6"
Uruk-hai	4/-	4	5	1	1	3	14cm/6"

① Priority

In the first turn, priority automatically goes to the Good side. In subsequent turns, each player rolls a dice, and the player with the highest score gets to move first. If the scores are tied, then priority goes to the player who didn't have priority in the previous turn.

② Move

A player may move any or all of their models when it is their turn to do so. A model that moves into touch with an enemy is said to have charged, and must then fight in the Fight phase. Remember that a model must be able to see its enemy at the start of its movement to be able to charge (pic a). The model that has been charged must fight back, and cannot move further this turn. Refer back to Pack 3 for full details of these phases.

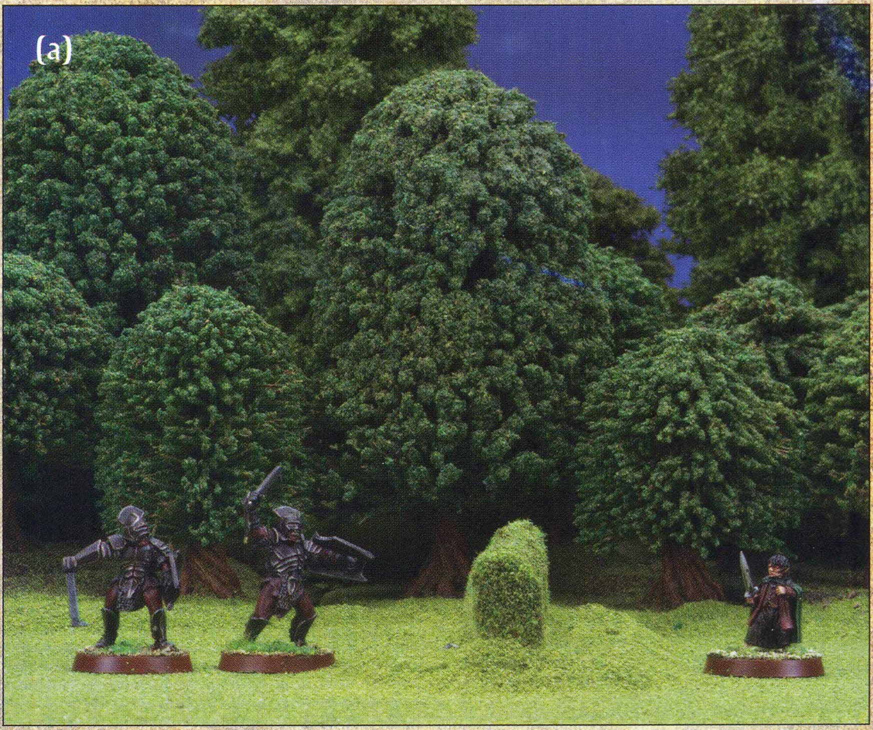
③ Shoot

In this phase players take it in turn to open fire with any bow-carrying troops they have (Aragorn and Lurtz in this game). The player with priority fires first with all their appropriate models, followed by the other player. Models in base-to-base contact with the enemy are in close combat and have no time to fire their bows.

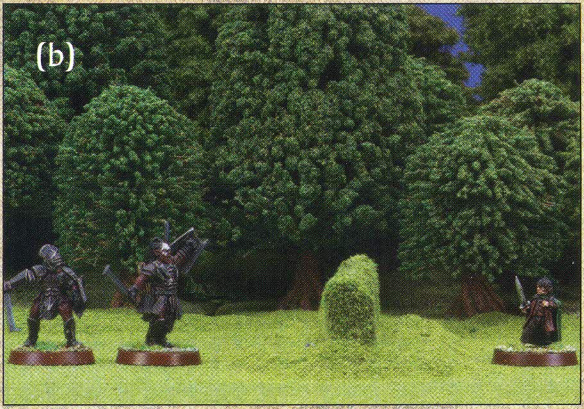
In order to shoot a target, you need to be able to see it (pic b & c) Refer to this Pack's Playing the Game on pages 2-7 for the full rules for shooting.

TACTICS

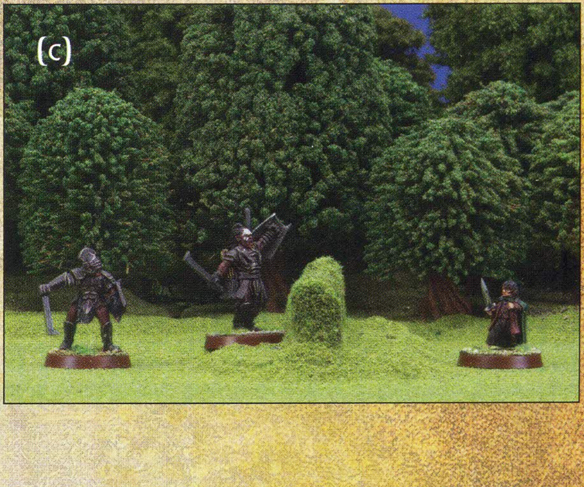
This scenario is tricky for the Good side because they are outnumbered by very tough opponents. Aragorn must try to pick off as many Uruk-hai as he can before they get into combat with him and Frodo. The Evil player can try to counter this by using the scenery to their best advantage, taking cover to make the Uruk-hai harder to hit.



▲ **LINE OF SIGHT**
Frodo's diminutive size means he can't see over the hedge. The Uruk–hai and Frodo are blissfully unaware of each other!



◄ **NO TARGET**
The hedgerow blocks Lurtz's line of sight to Frodo, preventing him from firing this turn.



➤ **TARGET REVEALED**
Moving next to the hedge allows Lurtz to see over it and so loose off an arrow at the Ringbearer.

Wounding Scores for Shooting

		Defender			
		Aragorn	Frodo	Lurtz	Uruk-hai
Attacker	Aragorn	n/a	n/a	6	6
	Frodo	n/a	n/a	n/a	n/a
	Lurtz	6	6	n/a	n/a
	Uruk-hai	n/a	n/a	n/a	n/a

This is a quick reference version of the table on page 7. You will notice that because of the sheer toughness of the combatants, it is very hard to wound warriors with shooting in this scenario!

④ Fight

The Fight phase was covered in detail in Pack 4, so below we have included some of the important points to remember for this scenario.

- If there is a draw, the side that includes the model with the highest Fight value ('F' on the character profile) wins the combat. Aragorn has a mighty Fight value of 6 and so will win any draw in this scenario. The other models' Fight values are given on their character profiles.
- The three Heroes featured in this scenario – Frodo, Lurtz and Aragorn – all have more than one Wound ('W' on the character profile), so it is important to keep track of any wounds they suffer on your record sheet. Once their quota of wounds has been used up, the figure is considered slain and removed from the field of play.

▲ BATTLE STAMINA
Heroes can often withstand blows that would kill a normal warrior.

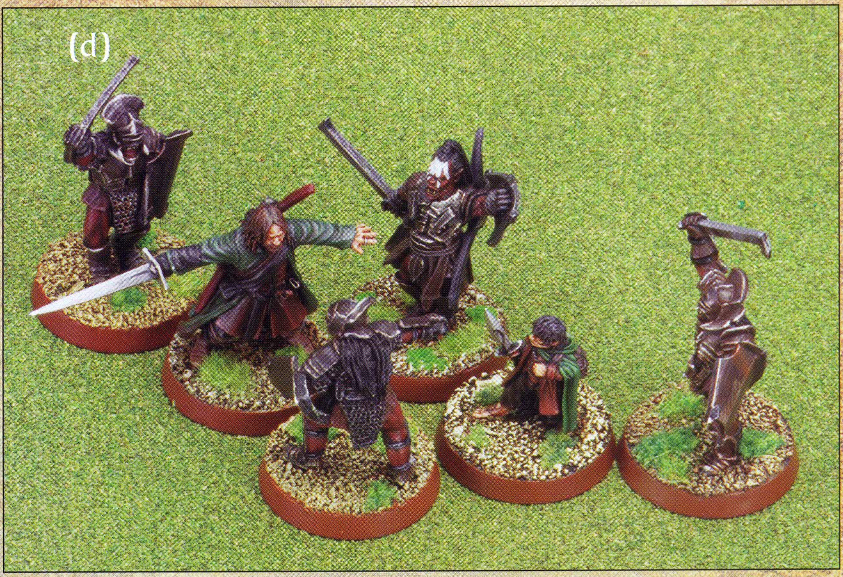
▲ *Lurtz is dispatched by Saruman the White to find the Ringbearer.*

Swirling Mêlée

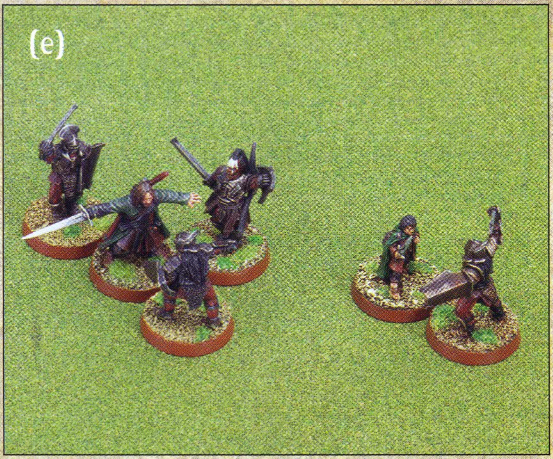
When the models from both sides have been moved into base contact ready to fight, you might have a situation where the Heroes on the Good side are threatened by several models from the Evil side (pic d). How do you resolve such large combats?

This may appear daunting at first but it's actually very easy and once you've done it a few times it will become second nature. Pack 4's Playing the Game gives examples which you can consult if you're still unsure.

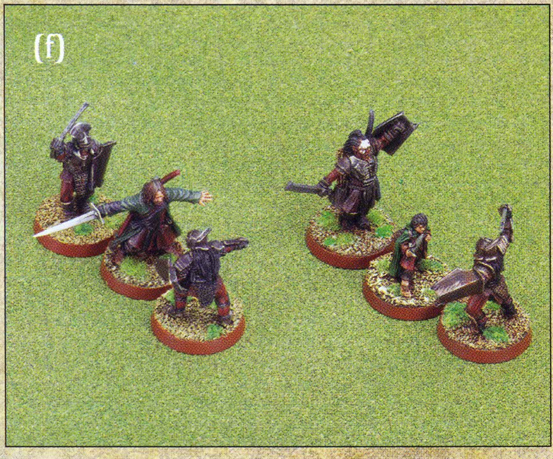
Bear in mind when resolving large combats the importance that Priority plays, as the following situations illustrates only too well! If the Good side has priority in a mêlée, the player can choose which combatants to pit against each other (pic e). Conversely, if the Evil side has priority, the player can choose to range a powerful character such as Lurtz and one or more Uruk-hai against a weaker character such as Frodo (pic f).



▲ WHO FIGHTS WHO?
Lurtz and one of the Uruk-hai are in base contact with both Aragorn and Frodo, and so can enter into combat with either of them. The player with priority decides who fights who.



◄ PRIORITY FOR THE GOOD SIDE
If the Good side has priority they can choose to have Lurtz and two Uruk-hai fight Aragorn, who stands a much better chance of killing them than Frodo does. Meanwhile, Frodo has a reasonable chance of surviving against one Uruk-hai.



◄ PRIORITY FOR THE EVIL SIDE
If the Evil side has priority they can choose to pit Lurtz and an Uruk-hai against poor Frodo – who is going to have to rely on his Mithril shirt if he is to survive! Aragorn, meanwhile, is stuck fighting two Uruk-hai, and so cannot help the Ringbearer.

> *"Whom do you serve?"*
> SARUMAN TO LURTZ

WINNING THE GAME

The game ends when one of the following situations occurs:

- Frodo, the Ringbearer, is killed. The Evil side wins and the Ring is delivered to Saruman the White.
- Frodo manages to escape the Uruk-hai attack by moving off the side of the gaming area where the Evil side started. The Good side wins as Frodo is able to make it back to the safety of the rest of the Fellowship.

Lurtz™

The character of Lurtz plays a key role in The Lord of The Rings, *and so it is important that he stands apart from other Uruk-hai models. One of Lurtz's focal points is the White Hand of Saruman painted on his face, which we will demonstrate how to reproduce on your metal miniature.*

A Cruel Foe

In this pack's Battle Game (pg 8–13) Lurtz leads the Evil force sent to capture the Ringbearer, Frodo, as he is escorted through the lands of Middle-earth by Aragorn. To paint the metal Lurtz miniature supplied with this pack, you'll need the following acrylic paints – black, white, silver, brown, red and green. These colours were provided with Packs 1, 2 and 3 of *Battle Games in Middle-earth.* Additional paints can be purchased from Games Workshop stores, or ordered direct on our website.

PAINTING ESSENTIALS

YOU WILL NEED

A PAINTBRUSH

RED, BLACK, BROWN, GREEN, SILVER AND WHITE ACRYLIC PAINTS

A SMALL POT OF CLEAN, COLD WATER

MIXING TRAY

NEWSPAPER

KITCHEN ROLL OR TISSUES

▼ LOOKING AFTER BRUSHES

Brushes are not cheap so it is worth looking after them. Try to avoid getting the brush so overloaded that the paint runs into the ferrule, the metal part of the handle, where it will dislodge the glue that holds the bristles in place. After use, rinse your brush in clean, cold water and re-point the bristles between thumb and forefinger. Store the brush with bristles upright in an old mug or similar container.

Recap

Preparing Your Model

Use clippers or a craft knife to carefully remove any excess metal (known as 'flash') from around the model. Any minor nicks will be covered during painting so don't worry if you accidentally scratch the model. If Lurtz's weapon is bent, carefully straighten it. Finally, slot Lurtz into his base and secure him with superglue.

Before you begin painting your metal miniature you'll need to undercoat it. This will ensure that the paint adheres properly.

▲ *Your assembled Lurtz model before undercoating.*

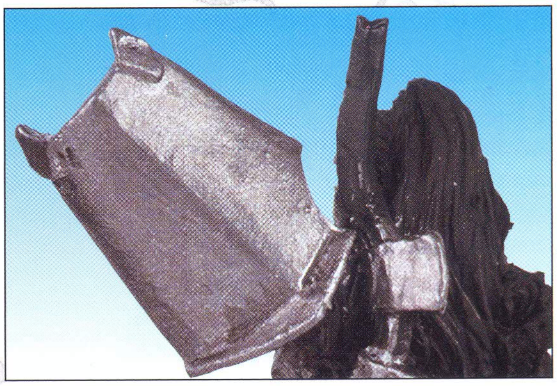
Give your pot of black paint a good shake before opening to ensure that it is thoroughly mixed. Use your brush to put a blob of black paint onto the mixing palette, then add a little water to it. This will prevent the undercoat paint from becoming too thick and hard to apply. Hold Lurtz by his base and carefully paint the whole model black. If the thinned paint is too runny, add a little more neat paint to thicken it. When finished, leave the miniature to dry and clean your brush.

▲ *Your Lurtz model, with black undercoat applied.*

Painting Your Miniature

① Painting Dark Metal

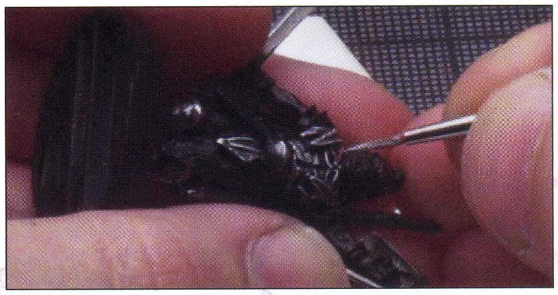
Lurtz has dark metallic armour which needs a little bit of work to make look really good. You will need the black and silver paints. Start by mixing an equal amount of silver and black paint. This will give a dark metallic colour you can use to paint the shield, armour and sword. Paint the armoured chest, leg greaves, sword blade and hilt, and the shield.



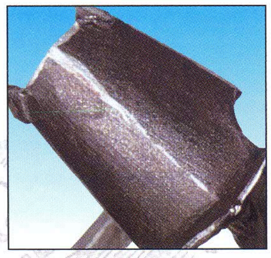
➤ *Use a mix of black and silver for the armour, shield and sword.*

② Adding More Texture

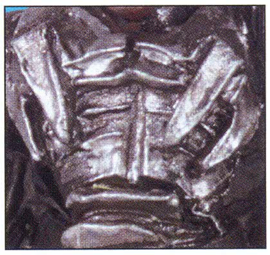
Armour looks best when given a sense of depth and texture rather than being left as a flat colour. Paint the raised edges of the armoured chest, the blade of the sword and the shield with silver paint. Use the same 'edging' technique that was used on the Uruk-hai in Pack 4's Painting Workshop. Aim to brighten the raised areas of the metal while leaving the rest dark and full of shadows.



◄ *Paint over the raised areas with a lighter tone of metal.*



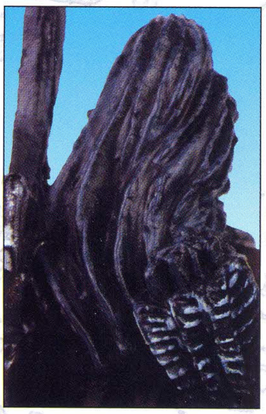
◄ *Paint silver 'edging' onto the shield.*



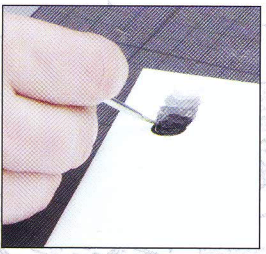
◄ *Lurtz's armour with silver 'edging' applied to bring out the texture.*

3 Lurtz's Hair

Lurtz has black hair, but to make his hair stand out a little more we decided to dry-brush it with grey. Mix a little black and white paint together to create the shade of grey you think looks best. Apply some of the grey you've just mixed onto your brush and wipe most of it off against a piece of tissue. Gently draw the brush over Lurtz's hair. You should notice how the grey paint sticks to the raised hairs but leaves the recesses dark.



▲ Using the dry–brush technique, the grey paint will adhere on the raised hairs and leave black in the recesses.



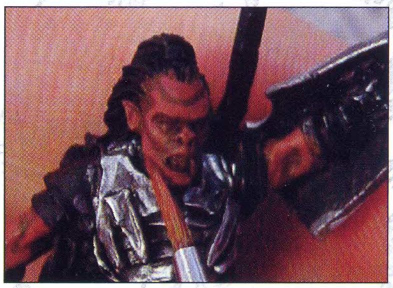
▲ Mix an appropriate shade of grey to bring out the texture of the hair.

4 Lurtz's Flesh

For Lurtz's flesh we mixed red and brown together to create the desired shade. Use an equal amount of red and brown together to create a skin colour you like. It makes sense to use a similar tone to the colour you used on the Uruk-hai from the last Pack, as they are of the same race as Lurtz. Paint the face, arms and bit of exposed leg with this skin colour.

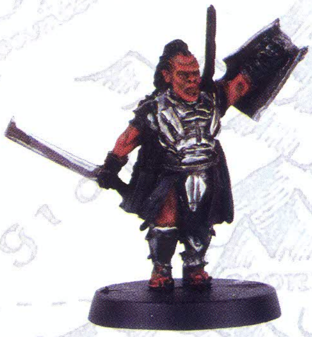
To add detail to the face, mix some flesh paint in with your original red/brown mix until you have a lighter colour. Now carefully paint his eyebrows, nose, cheekbones and chin. This will bring out the detail of Lurtz's fiery expression. Finally, to add definition to the raised muscle areas on his arms and visible leg, apply a little of this paint mix to make them stand out slightly more.

▲ Use a mix of red and brown to paint Lurtz's skin.



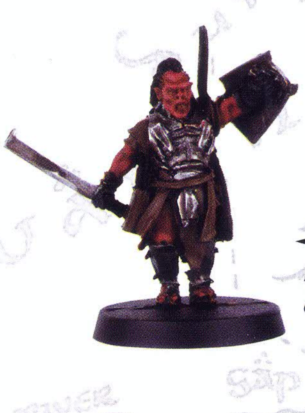
▲ Bring out the expression on the model's face with a lighter tone.

➤ At the end of Step 4 your Lurtz miniature will look like this.

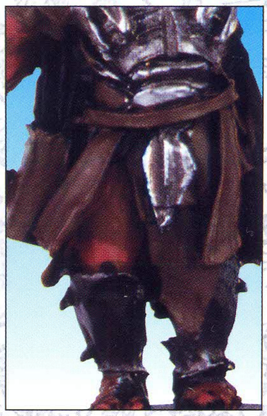


5 Leather Clothing

The leather on Lurtz's clothes is dark brown . Carefully paint the leather coat, waist belt, straps and quiver with brown paint. Be sure not to paint over any of the armour.



◄ Your Lurtz miniature at the end of Step 5.

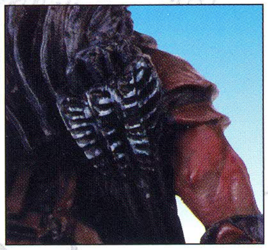


▲ Use brown paint on all the leather.

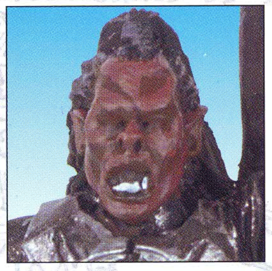
6 Bringing Out the Detail

Lurtz has several small details you can easily paint. These include the arrows and his teeth. You will need the white and black paints. Very gently dry-brush a small amount of white paint over the arrow fletching so they stand out. Try to avoid getting white paint anywhere else on the model.

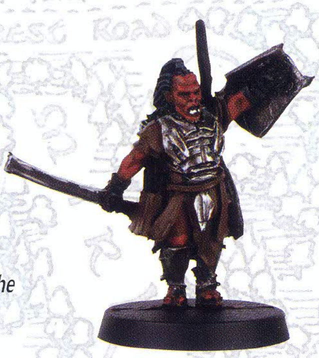
Paint the bow, arrow shafts and gloves with black paint. Before painting in Lurtz's teeth, apply a little black to his mouth, and then pick out the teeth themselves in white.



▲ *Paint the arrow fletchings white.*



▲ *After painting his mouth black, carefully, pick out Lurtz's teeth with white paint.*

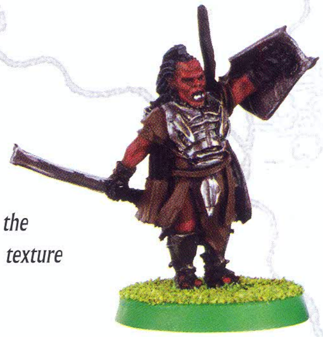


➤ *Your model at the end of Step 6 – just the base to go!*

7 Finishing Off

To finish Lurtz off and make him look more realistic, you can apply a little bit of green flock on the base. This is a fine green powder that can be stuck to the base to resemble a grass texture. You should use green paint to prepare the base.

Paint the outer rim of the base with green. Allow this to dry thoroughly. Paint the top of the base green and while it is still wet dip it into a pot of green flock, ensuring that the top of the base is entirely covered. Leave the base to dry for five minutes. Remove the figure from the flock and gently blow away any excess from the miniature. The flock will have stuck to the wet paint, giving your miniature a textured finish.

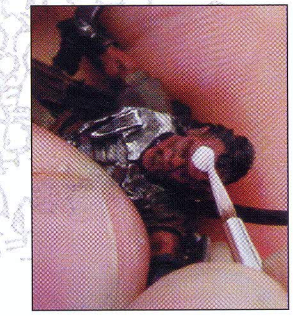


➤ *Adding flock to the base creates a grass texture effect.*

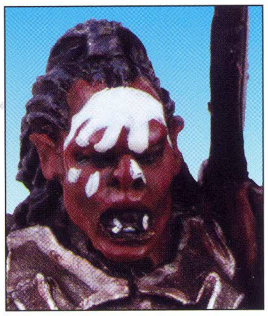
8 The White Hand

Although your Lurtz miniature looks just fine the way you have painted him so far, you might want to add some special details. The most striking feature of Lurtz is the mark of Saruman, the White Hand imprinted on his forehead. To create this you will need a very steady hand and some white paint.

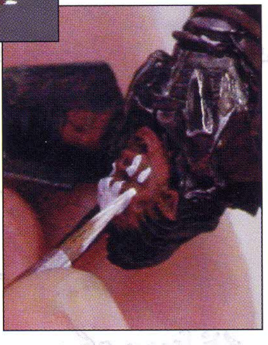
First take a dab of white paint, and apply it to Lurtz's forehead. Wipe your brush clean, then apply a small amount of white paint to the very tip of the brush. Carefully paint five thin lines in a hand shape extending from the blob on his forehead down his face. Don't worry if it looks uneven – that merely adds to the effect.



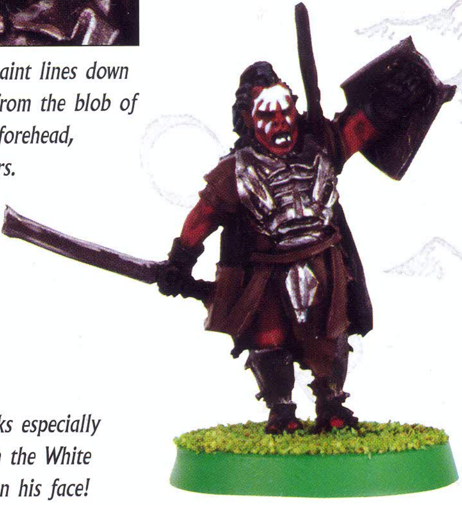
➤ *To apply the mark of the White Hand on Lurtz's face, first apply a blob of white paint to the forehead.*



▲ *Carefully paint lines down Lurtz's face, from the blob of white on the forehead, forming fingers.*



▲➤ *To create the fingers of the hand, you will need only the tiniest amount of white paint on the tip of your paintbrush.*



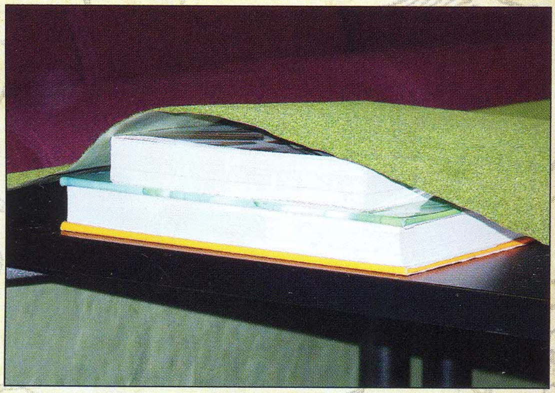
➤ *Lurtz looks especially fearsome with the White Hand mark on his face!*

Making a Gaming Area

In this Pack's Modelling Workshop we take you through the basics of making a gaming area for your Battle Games. Whilst a fully-modelled terrain board is something we all aspire to, a basic battle board is the most important terrain you will ever build.

➤ BASIC BATTLEFIELD

A blanket or battle-mat placed on a table or floor is the simplest kind of gaming area.



➤ LANDSCAPING

By simply placing large books under the grass mat, you can create rolling hills.

Many people use a normal tabletop or even the floor as their gaming area, but there are several simple methods that will really improve the look of your games.

One of the simplest ways of representing your battlefield is to lay a green blanket or a special grass-effect battle-mat (available from hobby shops and Games Workshop stores) onto your table or the floor. By placing large books underneath the blanket or battle-mat, you can simulate gently rolling hills and valleys across the battlefield.

A more rewarding method, however, is to make a purpose-built gaming board, and here we will show you a simple method of making one for yourself. While it is fine to play your battle games on a normal, flat table or floor, it adds a greater dimension of realism to your games to have a specially made area or table to play on.

YOU WILL NEED

- A SHEET OF 9MM THICK MDF, 120CM/4' x 120CM/4'
- LARGE PAINTBRUSH
- GREEN EMULSION PAINT
- NEWSPAPER

➤ MATERIALS

This is all you need to make a basic battle board.

1 Acquiring the Board

You will need to purchase a sheet of wood from a DIY store. We found that 9mm thick MDF was the best type, as it is fairly light and durable. Alternatively you could use hardboard or 9mm thick plywood. Avoid chipboard, however, as it is likely to warp when you paint it.

Most DIY stores will be happy to cut the wood to size for you, and the most useful size to have is an area 120cm/4′ by 120cm/4′. Bear in mind that unless you have some means of transporting the board, you may have to pay a delivery charge. It is perfectly acceptable – especially if you don't have much room at home to store your board – to buy two 120cm/4′ x 60cm/2′ boards instead. Use exactly the same techniques detailed below to prepare your two smaller boards, and simply lay them side by side when you want to play!

➤ TRANSPORTATION

If you are having trouble transporting the board, it might be a good idea to buy two smaller sections.

➤ APPLYING PAINT

Place your board on old newspaper before painting.

2 Painting the Board

The next step is to paint your battle board to match your scenery and figures. So far we've shown you how to make green hills and hedges, so you'll probably find that green is the best colour to use. We used green emulsion from a DIY store, because such a large area would use up far too much acrylic paint.

Good quality wood and MDF are both quite resistant to warping. This means that you can safely paint both sides. So if you also wanted to make a Moria board, for example, you could simply paint the other side of the board black or dark grey! It's not a bad idea to varnish your board with a matt spray varnish, but this can be done at a later date.

➤ FINISHING OFF

Try to finish by backing into a corner, to avoid touching the wet paint.

Your board is now ready to play Battle Games on! Although your board is quite adequate for the time being, you may want to add a touch of realism after you have gamed on it for a while. One way to do this is to embellish the board with a grass effect.

➤ LET BATTLE COMMENCE!

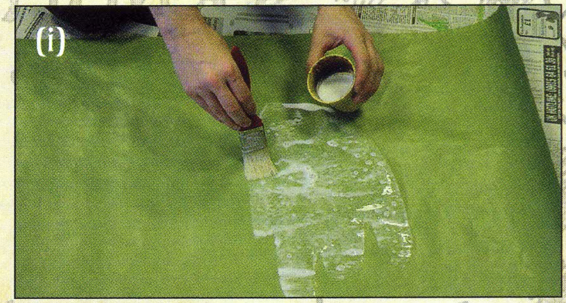
Placed on a table with some scenery, your board is ready for battle.

Alternative Approaches

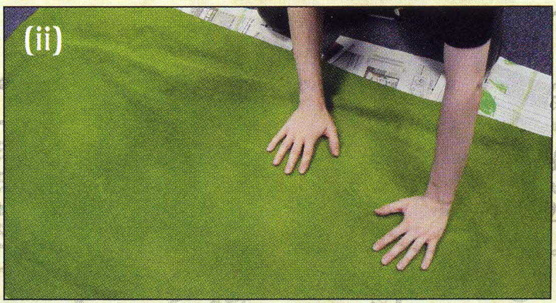
A GRASS-COVERED BOARD

Instead of simply painting your board green, it is possible to cut a green grass battle-mat (available from Games Workshop stores or some specialist hobby shops) to the right size with a pair of scissors and paste it to your board. You will need to use watered-down PVA or wallpaper paste (pic i), and ensure that there are no air bubbles under the surface of the mat (pic ii).

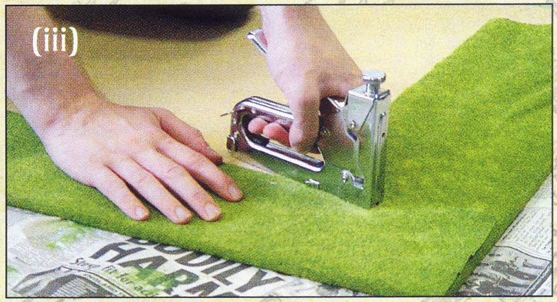
If you will only be using one side of the board, then cut the grass mat so that it is slightly larger than your board area, and use a staple-gun to staple the edges underneath the board (pic iii). This allows you to keep the battle-mat tight and free of air bubbles, as well as giving it extra durability. Once the glue has dried you will have a realistic grass finish that will look very effective when you come to play your games.



➤ PASTING
You need to work fast before the glue dries.



➤ SMOOTHING OUT
Working from the centre, smooth out all the air bubbles.



➤ STAPLE GUN
Pull the edges of the mat tight and use a staple gun to secure it in place.

Use and Storage of the Board

Obviously you will need somewhere to store your new board. This can be anywhere that is convenient, such as under the bed, behind the wardrobe, or even in the garden shed!

Once your board has a home, it can be brought out and used whenever you want it. You will need an area to set up your board, such as a kitchen table, bed or workbench. Even a pasting board used for decorating will do. Remember to protect any fragile surfaces, such as the dining table, with a tablecloth or newspaper before laying your board out on it.

You may find it useful to have a permanent space to store the miniatures and scenery that you use in your Battle Games. You may have several boxes that you can keep under the bed, or a special cupboard. In an ideal world, we would all have a dedicated hobby room where we could keep everything together, but this is rarely possible! Make the best of the space you have available. At least try to ensure that everything you need to play is close to hand or conveniently located – that way you can spend less time setting up and more time playing!

➤ GAME IN PROGRESS
This gaming board has been set up on a table in the living room.

Bigger Boards

If space is plentiful, you might consider making an even larger board. If you make your board out of several 60cm / 2′ by 120cm / 4′ sections, then it is relatively easy to add another section to make a 180cm / 6′ by 120cm / 4′ battle-board. You could even add a further board to make an 240cm / 8′ by 120cm / 4′ gaming area! Likewise, it is quite simple to lay two 120cm / 4′ by 120cm / 4′ boards together to make an extra large area.

Before making boards of this size, think about how much space you have to store them, as well as actually laying them out for play.

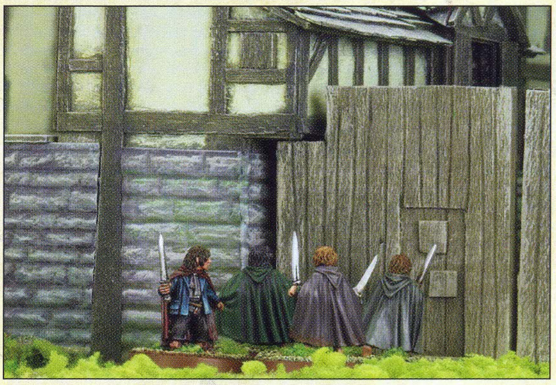
◄ HUGE BOARDS
The only thing limiting the size of your board is the amount of space you have available.

Modelled Boards

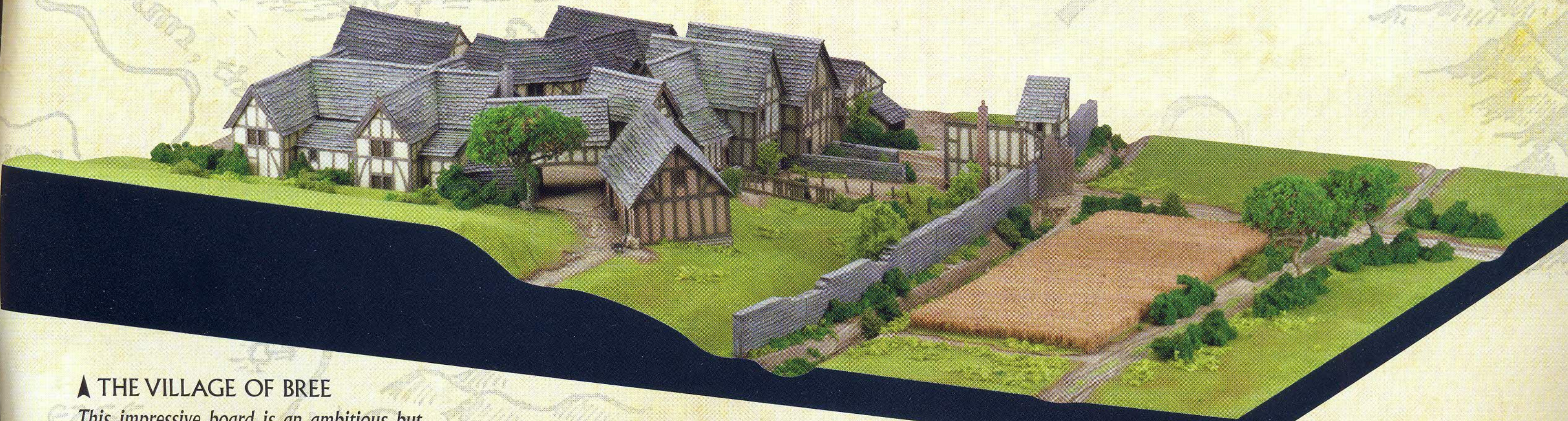
The ultimate gaming board is one that is fully modelled, with permanent terrain features. These impressive display pieces really showcase the hobby in all its glory.

You may decide in the future that you would like to model a board for a specific setting, for example Balin's Tomb. This is fine, but ensure that you have the space required to store it before you begin such an involved project! We will take a look at how to create modelled boards in future Packs.

◄ THE BLACK RIDERS
The Ringwraiths ride through the streets of Bree.



► ENTERING BREE
The Hobbits seek sanctuary from the forces of evil.



▲ THE VILLAGE OF BREE
This impressive board is an ambitious but rewarding project for experienced modellers.

IN YOUR NEXT GAMING PACK...

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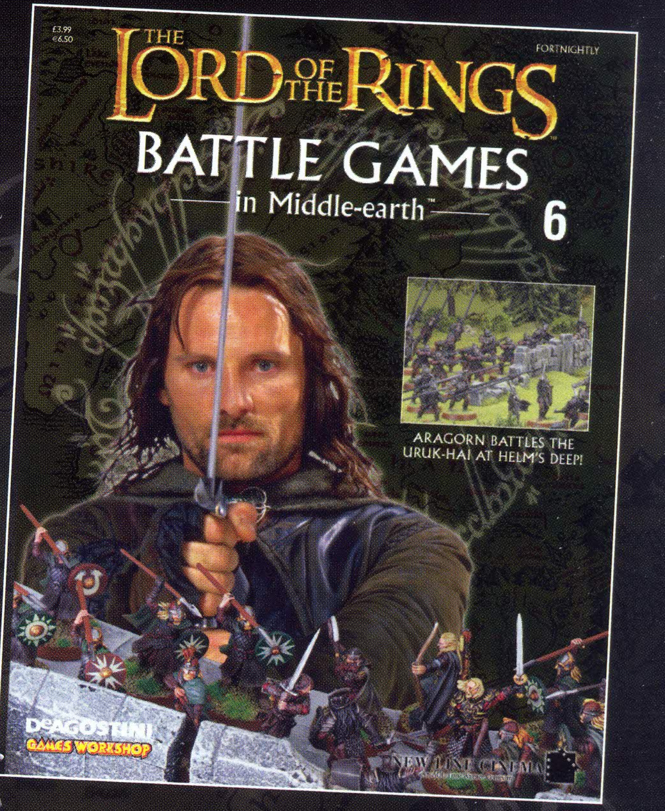
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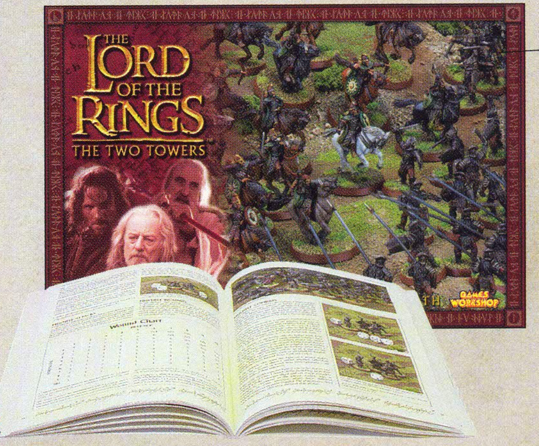
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